

Motivation

- n Modeling cognition and affect including stress (multiple behavioral moderators that influence architecture processing)
- n Important for modeling aspects of human-computer interactions
- n Extending computer-generated forces



Our Approach

- n Cognitive architecture (ACT-R)
- n Biopsychology models and data
- n Validation of model's behavior
- n Displays to explain model to analysts readers

IST



Data to Be Modeled: Challenge Appraisals

- n Pre-task appraisal and Caffeine
 L Important effects in humans
- n "Challenge" pre-task appraisal:
 - n >> heart rate, >> sympathetic
 arousal, vascular dilation: good
 energy mobilization (fight-or-flight)
 - n > subtraction attemps
 - n > pecent correct responses

IST PENNSIATE

Data to Be Modeled: Threatening Appraisals

- n "Threatening" pre-task appraisal
 - n > heart ate, > sympathetic arousal, vascular constriction, poor energy mobilization
 - n fl subtraction attempts
 - n fl percent correct responses
- n Why? We will propose a model why

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Data to Be Modeled: Caffeine

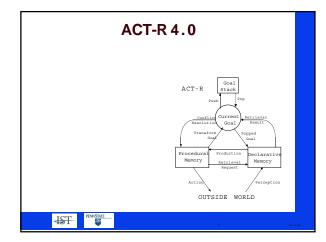
- n Qualitative performance: an inverted U-shaped curve:
 - n Low and high levels of caffeine
 - --> poor performance
 - n Moderate levels of caffeine
 - --> optimal performance
- n Quantitative measures with this task needed from future study

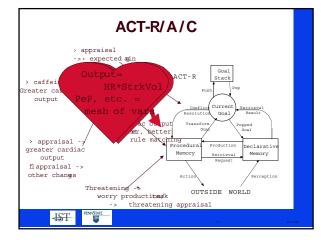


Subtraction data: Neutral and Non-neutral Appraisal

- n We have RTs from the literature
- n Problem is that we will need more detailed data with moderators active
 - n Typically, with moderators active only gross performance measures are taken







AC T-R Model of Subtraction

- n Create goal to serial subtract Subgoal to do current column
 - -Two strategies: count-down and subtract
 - -Get column answer

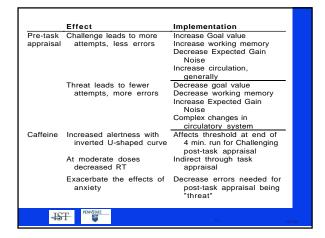
Repeat across columns

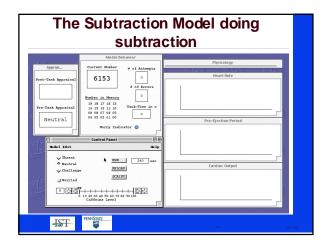
Report result

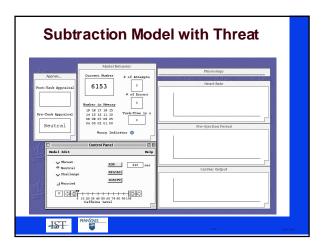
- n 28 rules
- n 15 state chunks + 230 math facts $(\sim 250 \text{ total})$

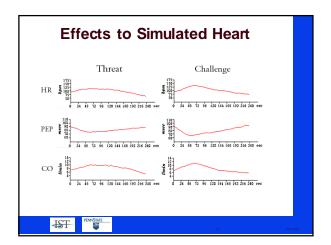


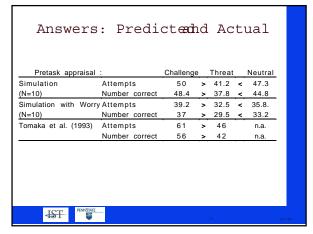


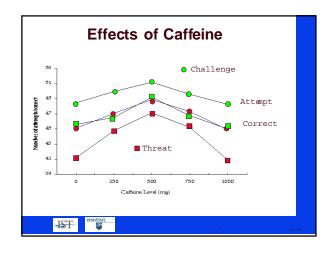


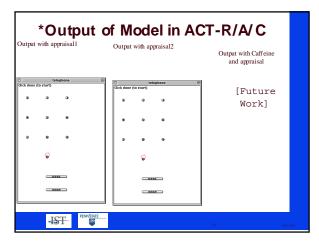












Summary of Subtraction Model with /A/C Overlay

- n Qualitatively matches published human data
- n Continued development possible
- n Overlay can be applied to a wider range of tasks, e.g., Yerkes-Dodson task and model, driving, telephone



Summary of Development

- n Work started March-August 2001
- n Weekly meetings through semester led to data and task selection
- n Initial subtraction model built in one week, revisions weekly



Accomplishments

- n Currently main effect of appraisal

 Can include effects of pre-task
 appraisal and caffeine
- n Partial match to data now

 Match to limit of data
- n A cognitive architecture overlay, allows theory reuse



Distributed Code

- n acs.ist.psu.edu/serial-sub
- n Overlay, model, worry dual-task, interfaces, traces, picture
- n Leaves out internal, physiology variables



Next Steps

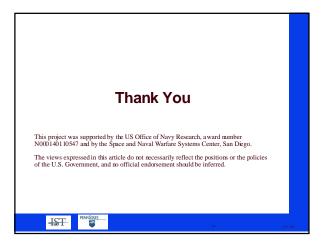
- n Paper submitted to IJHCS
- n Overlay can be applied to Belavkin's YD model, dialing
- n Measure and fit caffeine interaction effects more directly measured
- n Find further regularities, further stressors

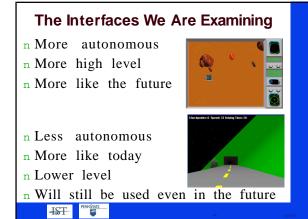


Open Questions

- n ACT-R's model library is not yet large enough to cover tasks (about 1/4 of published 'available')
- n How to have more data in hand for modeling?
- n How to overlay multiple overlays?
- n How to create displays faster and so that they work together?







Where Next?

- n Eye/hand connected
 - Works under Windows with tasks
 - -Based on pixels, so transportable
 - -Colors, positions, sizes
 - -Outputs for hands

Moving to Unix

n Start to model tasks

ritter.ist.psu.edu/papers/ritter-papers.html



